

## Assistive Technology Consideration Resource Guide

Instructional or Access Area: <b>Activities of Daily Living</b>	Standard Tools	Accommodations	Assistive Technology Solutions
<p>Sample Tasks:</p> <ul style="list-style-type: none"> <li>• Feed self using appropriate utensils</li> <li>• Drink using appropriate utensils</li> <li>• Prepare simple snack</li> <li>• Prepare basic meal</li> <li>• Dress and/or undress self using appropriate tools</li> <li>• Complete personal hygiene tasks (e.g., toileting, bathing, hand washing)</li> <li>• Complete grooming tasks (e.g., brushing teeth, hair)</li> <li>• Perform simple household chores</li> </ul>	<ul style="list-style-type: none"> <li>• Eating utensils (e.g., spoon, cup)</li> <li>• Personal hygiene tools (e.g., toothbrush, comb, brush)</li> <li>• Bathroom rails and adaptive faucet handles</li> <li>• Cleaning materials and appliances</li> </ul>	Modifications	<ul style="list-style-type: none"> <li>• Adapted eating aids (e.g., grips for standard eating utensils, adapted cups/glasses), feeding machines</li> <li>• Adapted dressing aids (e.g., buttonholers, pulls for zippers, Velcro fasteners)</li> <li>• Adapted cooking and food preparation aids (e.g., blender attached to power control unit, adapted pouring handles)</li> <li>• Adapted household cleaning tools and appliances</li> </ul>
		<ul style="list-style-type: none"> <li>• Modify task length and complexity</li> <li>• Have student complete only part of task independently</li> <li>• Have task performed by health aide</li> </ul>	

Instructional or Access Area: <b>Recreation and Leisure</b>	Standard Tools	Accommodations	Assistive Technology Solutions
<p>Sample Tasks:</p> <ul style="list-style-type: none"> <li>• Participate in play activities</li> <li>• Participate in leisure activities (e.g., look at/read book or magazine, listen to music)</li> <li>• Manipulate and/or operate toys, tools, and/or electronic appliances required for participation in leisure activities</li> </ul>	<ul style="list-style-type: none"> <li>• Puzzles</li> <li>• Games</li> <li>• Toys</li> <li>• Music—mobile devices (e.g., iPod, MP3 player)</li> <li>• Television</li> <li>• DVD player</li> </ul>	Modifications	<ul style="list-style-type: none"> <li>• Knobs for puzzles</li> <li>• Adapted crayon holders</li> <li>• Adapted books</li> <li>• Adapted music with symbols</li> <li>• Raised line coloring sheets</li> <li>• Spinners for games</li> <li>• Switch accessible toys (commercially available or switch accessible through switch interface)</li> <li>• Environmental control devices</li> <li>• Power control units and battery adapter devices</li> <li>• Adaptive sports equipment</li> <li>• Computers with adaptive input devices as needed and appropriate software to address leisure skills</li> </ul>
		<ul style="list-style-type: none"> <li>• Modify games</li> <li>• Change/simplify rules</li> </ul>	